CAPTURE™

LEFT & RIGHT PLAYER

ENTER

ARCADIA-2001™

BY Emerson

VIDEO GAME INSTRUCTIONS

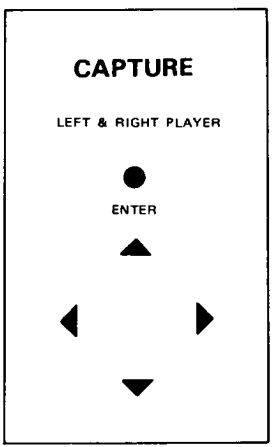
CAPTURE™

CART. NO. 19

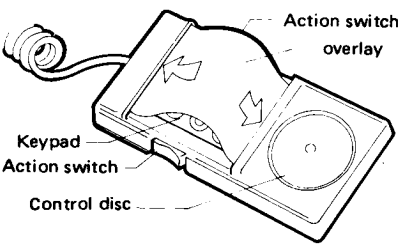
PART NO. 1002

I. GENERAL

1. Be sure the POWER Switch is in OFF position (RED POWER LITE OFF) when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.
2. Insert mylar overlay into the Controller keyboards (see FIGS. 1 & 2)
3. Insert cartridge into console (Game name should face you).
4. Read this "OWNERS MANUAL" before playing game.
5. Refer to it for all necessary adjustments for best results.



OVERLAY
FIG 1.



HOW TO INSTALL OVERALY
FIG 2

HOW TO PLAY THE GAME

1. The strategy of the game is to occupy as many squares as possible. To occupy a square you must "OUTFLANK" the squares occupied by the computer, (or your opponent in Level 6).

   To "OUTFLANK", you must establish one of each of your squares at opposite ends of your opponents squares (either horizontally, vertically or diagonally.).

2. The game is played on an 8 x 8 (64 squares) Square board. There are 6 Games. Level 1 to 5 are **one player vs computer** and have different levels of difficulty. Level 6 is for **two players.**

3. Level 1. Player and computer on same conditions.

   Level 2. Player gives 1 square "Handicap" to computer, computer will occupy upper left corner (in additon) to start with.

   Level 3. Player gives 2 squares "Handicap" to computer. The computer will occupy upper and lower left corners (in addition) to start with.

   Level 4. Player gives 3 squares "Handicap" to computer. The computer will occupy upper & lower left corners and upper right corner (in addition) to start with.

   Level 5. Player gives 4 squares "Handicap" to computer. The computer will occupy 4 corners (in addition) to start with.

Level 6. Two players against each other on same conditions.

4. There are two options available:

   Option 1: No time limit for both players.

   Option 2: The time limit can be set. (Up to 59 mins. 59 sec.)
   See FIG. 5.

   a. In Level 1 to 5, computer is always set to 3 mins. The player can set time limit desired.

   b. In Level 6 both players can set time individually. (A Handicap can be given by setting different time limits)

   c. Once the time limit is set, the total game consumption time of each player will be recorded in score board.

   d. A player loses if he uses up his time before all sqaures are occupied, or no more legal entries can be made.

THE GAME IS OVER WHEN:

A) All squares are occupied. The winner is the one who occupies most squares.

B) OR time runs out for one player before all squares are occupied. The player who still has time remaining is the winner.

C) Score shows on top of screen as number of squares occupied. See FIG. 5

D) On the right and left of the screen are shown scores for last 4 games played. See FIG. 5

TO START THE GAME:

1. Insert overlays into control boxes.
2. Insert game cartridge into cartridge slot in unit. Game name should face player.
3. Press POWER ON/OFF Switch to turn POWER ON. The red indicating lamp should light up.
4. Press "RESET" button. The screen will show "Capture Level 1".
5. Press "SELECT" button to select desired Level of play (1 thru' 6).
6. If a time limit is desired, push "OPTION" button so the screen will show "ENTER TIME". If no time limit is desired, proceed to section 9 below.

TIME SET

7. Enter the time limit you wish to play before game ends. This can be accomplished in Levels 1 thru' 5. In Levels, 1 thru' 5 the computer always plays with 3 minutes' time limit.
8. TIME SET: For Levels 1 to 5 enter time using left keyboard overlay as shown in FIG. 3. For Level 6 enter time desired for both players.
9. Press "START" to start the game.
10. The left player will always be the first player.

11. The left controller will also be used to play against computer for single player (Levels 1 to 5).

TO PLAY:

1. Use the control box, as shown in the overlay FIG. 1. Move the marker up, down, left, or right, to the proper square you want to occupy. Then press "Enter".
2. A Correct Entry (or Move) must consist of "Outflanking" your opponent's square(s). This changes the "Outflanked" square(s) over to your color.
3. "Outflanking" means the Move which results in your opponent's square(s) either horizontally, vertically or diagonally being bordered at each end by a square of yours. See FIG. 4 for Correct Entry.

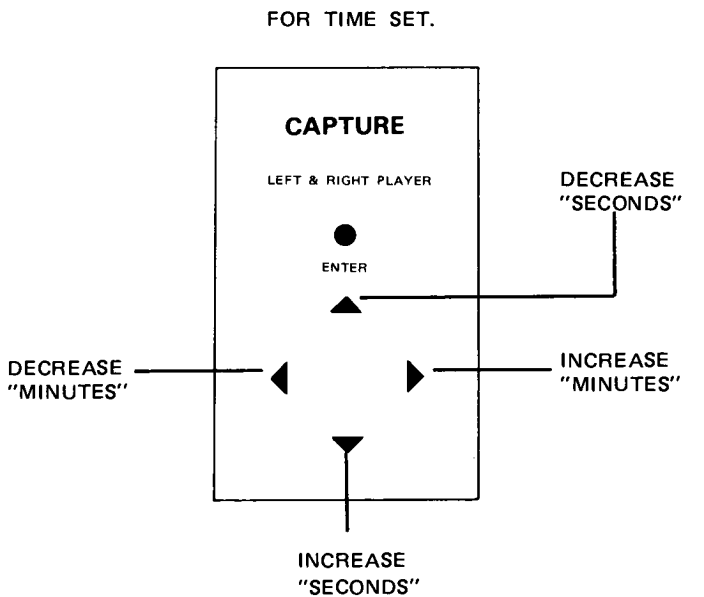
   There are usually more than one possible moves you can make. You must analyse the best move considering both:

   a. How many of the other sides squares your move will capture and,

   b. What effect your move will have on the other sides next move.
4. The computer will indicate an illegal entry by displaying "error" on the screen.
5. The computer will automatically decide it's move.

SCORING, TIMING, RECORDS DISPLAY

1. See FIG. 5
2. The number of squares occupied by each side appears at the top.
3. The player in Action is shown by the "+" marker on his side.
4. Time limit is shown on the top of the screen.
5. The scores for the last 4 games played are displayed on the screen on right and left sides.



TIME SET
FIG 3

CORRECT ENTRY (MOVE) FOR 0 IS EITHER SQUARE 1, 2, 3,4

(Note: "x" and "0" are used here on your TV screen the players will be "red" and "black" on color TV sets or "light" and "dark" on black and white sets)

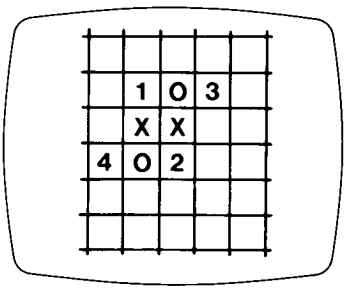
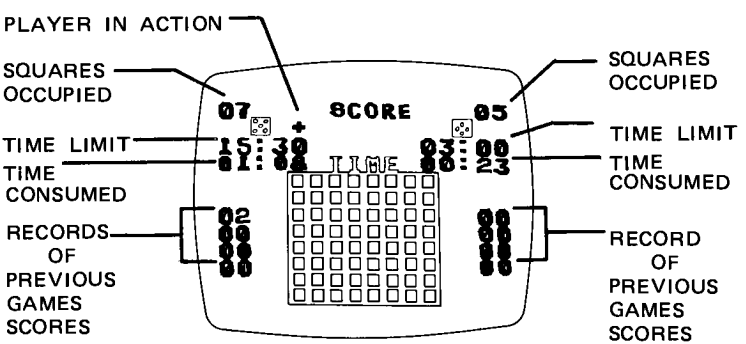


Fig 4 CORRECT ENTRY



"CAPTURE" SCORING
FIG. 5

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